

GERTRUDE'S SECRETS™

Ages: Four to Nine

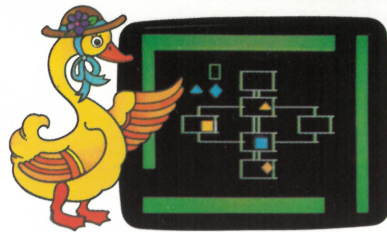
GERTRUDE'S SECRETS is a series of games that help children learn logical thinking while they play with colors and shapes. With this gentle teaching tool, children learn to create order and to plan ahead, using Gertrude the Goose.

Players solve puzzles by arranging game pieces according to given rules or by guessing a secret rule. They can play with sets of shapes that come with each game or they can create their own special shapes.

All the puzzles involve thinking about the colors and shapes of the pieces in each game set.

As each game begins, Gertrude the Go-Getter Goose flies off and returns with a new set of shapes.

So children can play (and learn) as long as they like.



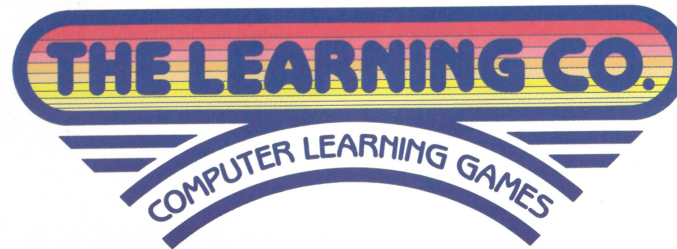
GERTRUDE'S PUZZLES™

Ages: Six and up

Gertrude the Goose flies in and out of the video screen with puzzle pieces of different shapes and colors in GERTRUDE'S PUZZLES — games that help children develop reasoning skills. Children learn how to solve problems with incomplete information and analyze what they see.

Players learn by moving puzzle pieces to form color and shape patterns. They move to six different puzzle rooms, each with a new challenge. Sometimes they'll arrange game pieces according to given rules, and sometimes they'll have to guess the rule.

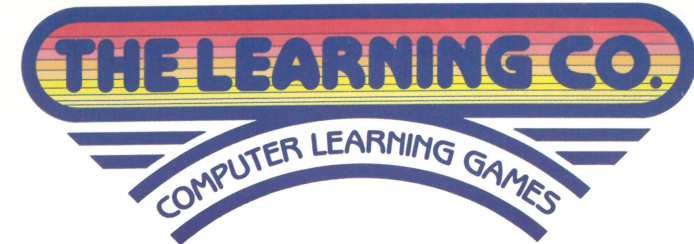
Gertrude the Goose delivers sets of puzzle pieces and prizes. Children can design their own set of pieces, using this powerful new Discovery Tool game. Children as young as six can enjoy this program. Yet the harder puzzles still manage to challenge adults.



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CATALOG

THE COMPLETE LINE OF LEARNING GAMES SOFTWARE
FOR CHILDREN AGED THREE TO THIRTEEN.



ABOUT THE LEARNING COMPANY.

We're the leaders in Computer Learning Games for young children. Before us, no one else has offered playful computer software that takes a serious approach to interactive learning for children.

We're still the only ones who do. Sure there are dozens of "computer games"—ones that entertain children. But that's all they do.

Ours, on the other hand, let children learn to enjoy the learning

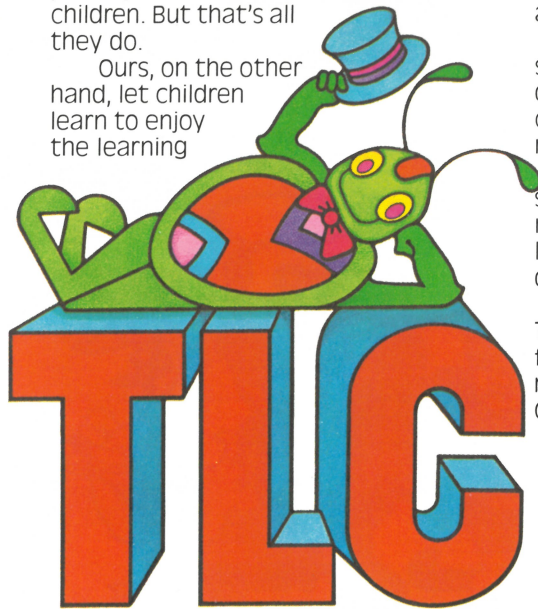
process. We enliven their imaginations, expand their creativity, spark their thrill of discovery.

Each one of our games is simple and easy to use. They come on floppy disks and run on Apple computers. Even the youngest of children have no problem working alone on games designed for them after a couple of adult-supervised sessions.

This catalog describes our first six game disks. Soon, we will introduce many more games to help children develop an even broader range of learning skills.

Meanwhile, we think our first six disks are a significant advancement in helping children love to learn. We invite you to let your children grow up with us.

Computer Learning Games by The Learning Company are available from computer dealers across the nation or directly from The Learning Company.



JUGGLES' RAINBOW™

Ages: Three to Six

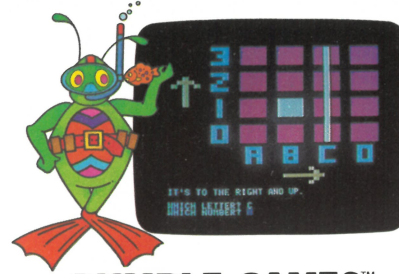
JUGGLES' RAINBOW is for young children who want to use a computer before they can read. They divide the keyboard in half with a blue strip. Then they press the keys to make pictures appear. Juggles, a colorful clown, sets the scene for spatial learning games.

The first game, Juggles' Rainbow, has cycling rainbow colors for "above" and dancing rain for "below." Another, Juggles' Butterfly, shows a butterfly with changing colors on its wings to illustrate "left" and "right."

Children also work with lines and circles that help them learn the letters p, d, b, q, the most difficult ones in the alphabet.

Picture clues let children work alone or with friends while melodies play and patterns appear.

The Apple Education Foundation awarded Juggles' Rainbow a prize for Program and Design Excellence.



BUMBLE GAMES™

Ages: Four to Ten

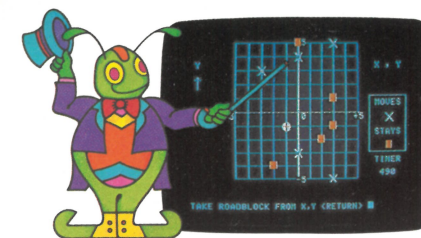
BUMBLE GAMES is a set of six programs introducing the use of number pairs to name positions in an array, and points on a grid, guided by Bumble, the imaginary creature from the planet Furrin.

Plotting number pairs is a basic math skill for the computer age. Children need this skill to understand and build charts and graphs, to locate places on a map, and to design computer graphics.

The games are arranged from easy to hard, making the ideas natural to learn.

They feature color graphics that help children learn. They also feature music and sound effects that can be turned on and off.

Developed with math specialists and evaluated with children.



BUMBLE PLOT™

Ages: Eight to Thirteen

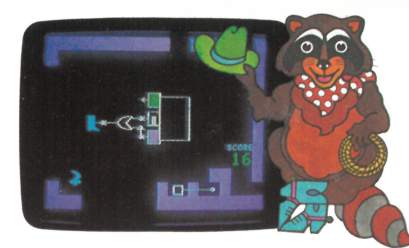
BUMBLE PLOT is a set of five programs building on the graphing skills introduced in Bumble Games, also using the Bumble character. In Bumble Plot children use positive and negative numbers to name points in four quadrant grids.

Plotting number pairs is a basic math skill for the computer age. Children need this skill to understand and build charts and graphs, to locate places on a map, and to design computer graphics.

The games are arranged from easy to hard, making the ideas natural to learn.

They feature color graphics that help children learn. They also feature music and sound effects that can be turned on and off.

Developed with math specialists and evaluated with children.



ROCKY'S BOOTS™

Ages: Seven and up

ROCKY'S BOOTS, featuring Rocky the Raccoon, is a game that helps children build a basic groundwork in logic skills that they'll use for the rest of their lives.

Players build animated logic machines to score points in the game. While building the machines, children learn the basics of computer circuits.

The machines operate a kicking boot and players score or lose points for "booting" particular objects. Rocky's Boots has the appeal of an arcade game with the content of a logic course.

The game features color graphics that help children learn. It also features music and sound effects that can be turned on and off.